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| <b>LEVEL:</b><br>7-8   | <b>COURSE NAME: M/J TWO-DIMENSIONAL STUDIO ART 2</b>   |  | <a href="#">COURSE NUMBER: 0101020</a> |
|  | <b>Course Description:</b> Students refine techniques used to create a variety of two-dimensional (2-D) artworks through developing skills in drawing, painting, printmaking, and collage. Students manipulate the structural elements of art to promote creative risk-taking in 2-D artwork. Investigation of artworks from Western and non-Western cultures provides a means for students to expand their understanding and appreciation of the role of art in global culture. Student artists use an art criticism process to evaluate, explain, and measure artistic growth in personal or group works. This course incorporates hands-on activities and consumption of art materials. |  |  |
| <b>UNITS:</b>  | <b>DRAWING</b>   | <b>LEARNING GOAL</b>   | <b>RECOMMENDED # OF ARTWORKS</b>       |
|  | Artwork created that is manually or digitally drawn on a two dimensional surface.  | Create original drawings from observation, visual reference, and imagination. Understand how to create contour, blind contour, gesture, value drawings (hatching, cross-hatching, stippling, and blending), and two-point perspective drawings.                                    | Create 3 or more                       |
|  | <b>PAINTING</b>  | <b>LEARNING GOAL</b>   | <b>RECOMMENDED # OF ARTWORKS</b>       |
|  | Artwork created by applying paint to two- dimensional, three-dimensional surface or using digital media.   | Investigate and understanding of color theory to mix tints, shades, tones and intensities. Understand how to create different color schemes (secondary, warm/cool, monochromatic, analogous, complementary, split complementary, intermediate/tertiary and triadic).               | Create 2 or more                       |
|  | <b>PRINTMAKING</b>   | <b>LEARNING GOAL</b>   | <b>RECOMMENDED # OF ARTWORKS</b>       |
|  | Artwork created by transferring paint/ink from one surface to another.   | Understand the difference between positive and negative space. Create a series of relief prints using one or more relief methods (stencil, Styrofoam, linoleum, and/or collagraph). Understand the four basic printmaking methods: (relief, intaglio, lithography and silkscreen). | Create 1 or more                       |
|  | <b>MIXED MEDIA</b>   | <b>LEARNING GOAL</b>   | <b>RECOMMENDED # OF ARTWORKS</b>       |
|  | Two-dimensional, three-dimensional and/or digital artwork made from more then one medium.  | Investigate and understand how to plan a composition to maximize quality, apply layering techniques and integrate at least three different types of media (including digital) into an original work of art.  | Create 1 or more                       |
| <b>DIGITAL</b>   | <b>LEARNING GOAL</b>   | <b>RECOMMENDED # OF ARTWORKS</b>   |  |
| Artwork that is created digitally by computer, tablet or camera to develop two-dimensional and/or three-dimensional project. | Use multiple manipulations of photography and technology to acquire visual resources, create original works of art and document work.  | Create 1 or more   |  |
| <b>VOCAB:</b>  | <u>Elements</u> - Line, shape, value, color, form, texture, space  |  |  |
|  | <u>Principles</u> - Movement, contrast, balance, pattern, rhythm, emphasis, unity  |  |  |
|  | Perspective, foreground, middle ground, background, organic, geometric, monochromatic, analogas, positive & negative space, layering, collage, overlapping, figure   |  |  |

## M/J Two-Dimensional Studio Art 2 (#0101020)

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**Name**                      **Description**

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| <a href="#">VA.68.C.1.2:</a> | Use visual evidence and prior knowledge to reflect on multiple interpretations of works of art.  |
| <a href="#">VA.68.C.2.2:</a> | Evaluate artwork objectively during group assessment to determine areas for refinement.  |
| <a href="#">VA.68.C.3.3:</a> | Use analytical skills to understand meaning and explain connections with other contexts.   |
| <a href="#">VA.68.S.1.5:</a> | Explore various subject matter, themes, and historical or cultural events to develop an image that communicates artistic intent.   |
| <a href="#">VA.68.S.2.3:</a> | Use visual-thinking and problem-solving skills in a sketchbook or journal to identify, practice, develop ideas, and resolve challenges in the creative process.  |
| <a href="#">VA.68.S.3.1:</a> | Use two-dimensional or three-dimensional art materials and tools to understand the potential and limitations of each.  |
| <a href="#">VA.68.S.3.3:</a> | Demonstrate understanding of safety protocols for media, tools, processes, and techniques.   |
| <a href="#">VA.68.S.3.4:</a> | Demonstrate respect for copyright laws and intellectual property ownership when creating and producing works of art. e.g., ethics, plagiarism, appropriation from the Internet and other sources                 |
| <a href="#">VA.68.O.1.2:</a> | Identify the function of structural elements of art and organizational principles of design to create and reflect on artwork.  |
| <a href="#">VA.68.O.2.3:</a> | Create a work of personal art using various media to solve an open-ended artistic problem.   |
| <a href="#">VA.68.O.3.1:</a> | Select and use the structural elements of art and organizational principles of design to document images in various formats for public audiences. e.g., digital, presentation, artworks, video/motion            |
| <a href="#">VA.68.H.1.4:</a> | Explain the significance of personal artwork, noting the connections between the creative process, the artist, and the artist's own history.   |
| <a href="#">VA.68.H.2.3:</a> | Describe the rationale for creating, collecting, exhibiting, and owning works of art. e.g., private, public, and personal art collections  |
| <a href="#">VA.68.H.3.2:</a> | Discuss the use of background knowledge and critical-thinking skills, learned in the visual arts, to understand varying concepts, viewpoints, and solutions. e.g., identify facts, ideas, problem-solving skills |
| <a href="#">VA.68.F.1.2:</a> | Use creative risk-taking strategies learned from artists' works to incorporate artistic solutions in the creation of new personal artworks.  |
| <a href="#">VA.68.F.2.2:</a> | Identify careers in support industries related to the art-making process, industrial design, digital media, and/or graphic design. e.g., exhibition, sale of art products, technology, entertainment             |
| <a href="#">VA.68.F.3.3:</a> | Collaborate with peers to complete an art task and develop leadership skills. e.g., task: voluntary, assigned; time: long-term group project   |